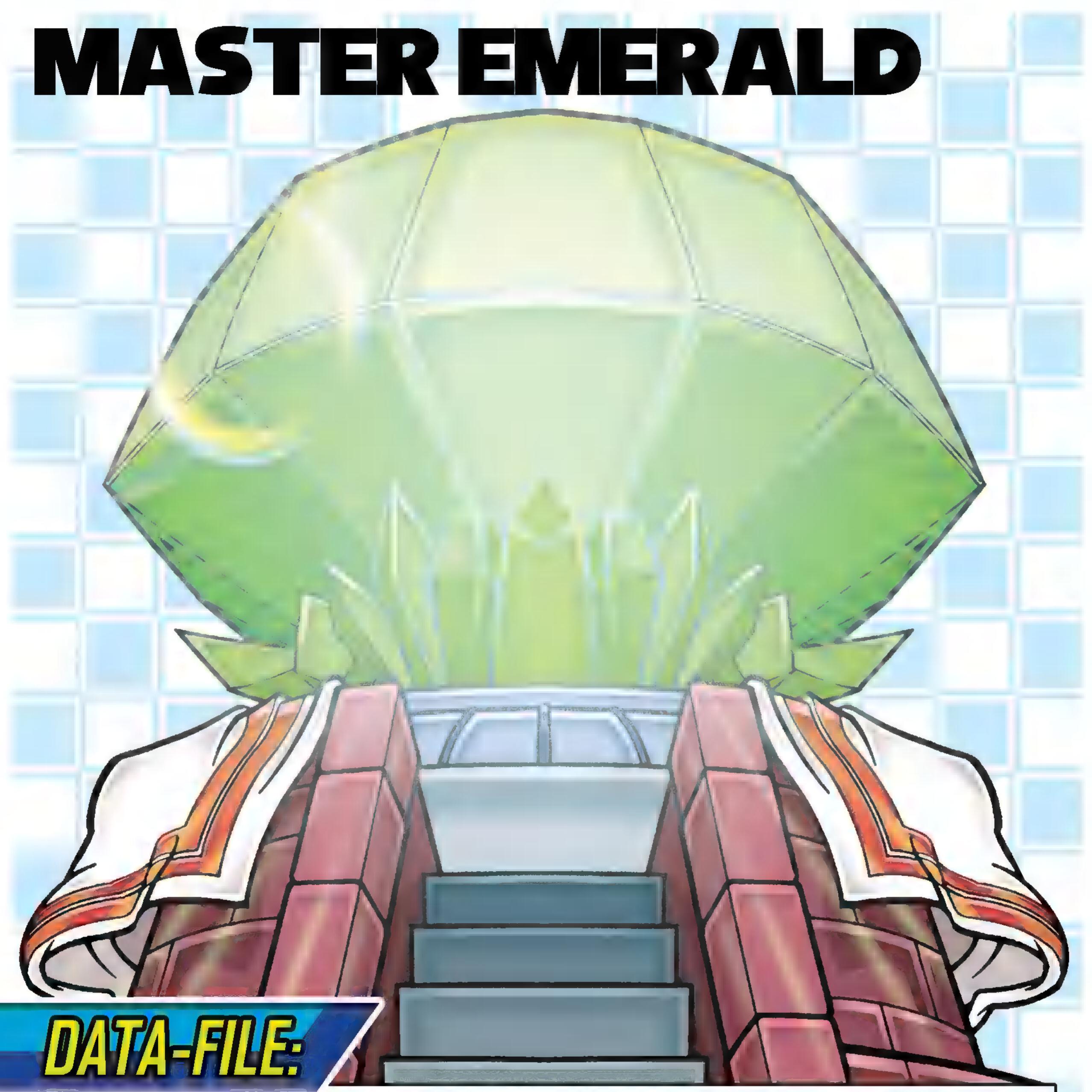






One mystery is solved while another remains! Come back for more, when we see what is the "Truth of the Heart!"



First game appearance: Sonic & Knuckles ( Sega Genesis )
First comic appearance: Sonic the Hedgehog #56

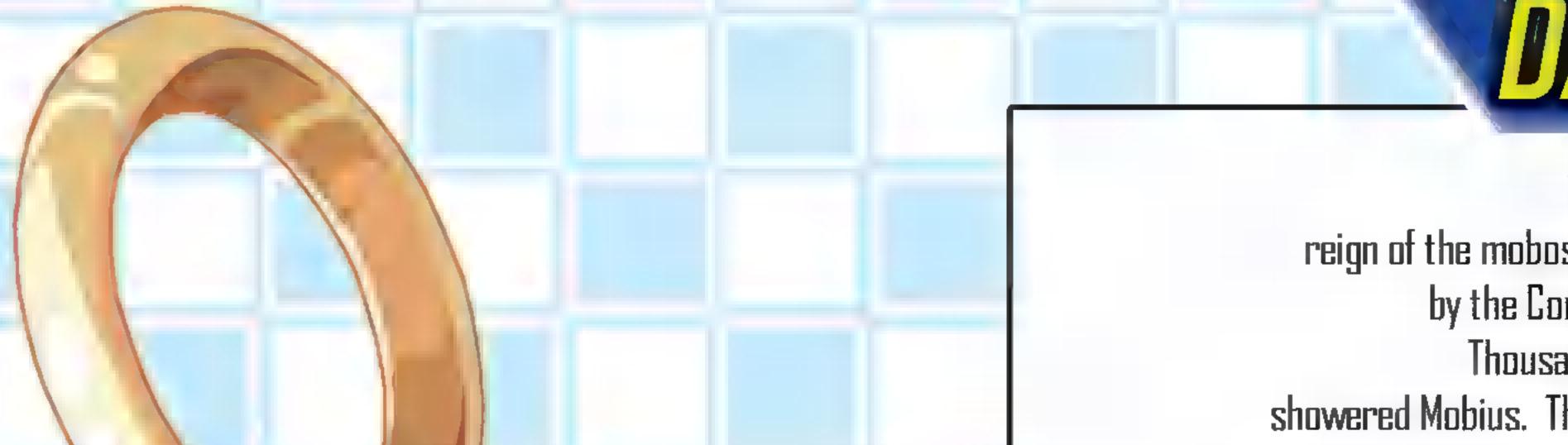
The story of the Master Emerald dates back roughly 600 years. It began on Angel Island, which was then held aloft by twelve Chaos Emeralds. The echidna scientist Dimitri tried to drain them of their power to return Angel Island to its mainland home. Instead, the power of eleven of those Chaos Emeralds became infused within him. He became the tyrant Enerjak and was sealed away for generations.

Relatively recently, the villain Mammoth Mogul sought to gain ultimate control of Mobius. Mogul possessed one Chaos Emerald of his own and manipulated events so that he could steal the power of the eleven from Enerjak. Now with the power of twelve Chaos Emeralds within him, Mogul made a bid for world domination. Instead, he received a beating from Super Sonic, Hyper Knuckles and Turbo Tails.

Desperate for an edge, Mogul attempted to absorb the power of the two Chaos Emeralds that remained on Angel Island. The Brotherhood of Guardians took that moment to attack. The resulting mixture of energies created the single, massive Master Emerald with Mogul's spirit trapped inside.

Shortly after this, Dr. Eggman shattered the Master Emerald to strengthen Chaos, thus freeing Mogul. Knuckles the Echidna managed to repair it by gathering all of the shards. It was later protected from the Gathering by a joint effort by Guardian Locke and Dr. Finitevus. The Master Emerald now remains hidden on Angel Island, keeping it flying high above Mobius.

### POWER RINGS





# CHAOS EMERALDS



#### DATA-FILE

Thousands of years ago, the reign of the mobosaurs was brought to an end by the Coming of the Chaos Emeralds.

Thousands of the green gemstones showered Mobius. These mystical gems are said to have limitless magical energy and have been seen to create whole Zones on their own. They have been used by hero and villain alike to shape the course of history.

There were once hundreds
of thousands of the Chaos Emeralds throughout
the galaxy until the Gathering.
Turbo Tails, with the aid of others, summoned
all the Chaos Emeralds and
transferred them to the Special Zone. There the
gems fused into seven colored stones:
grey, blue, cyan, purple, red, green and yellow.

Magic Rings are the natural by-products of Chaos Emeralds.
These golden bands can grant the user a number of special abilities, most notably increased resilience and physical prowess.
They can be found littered throughout many Zones and can be used by both man and machine alike.

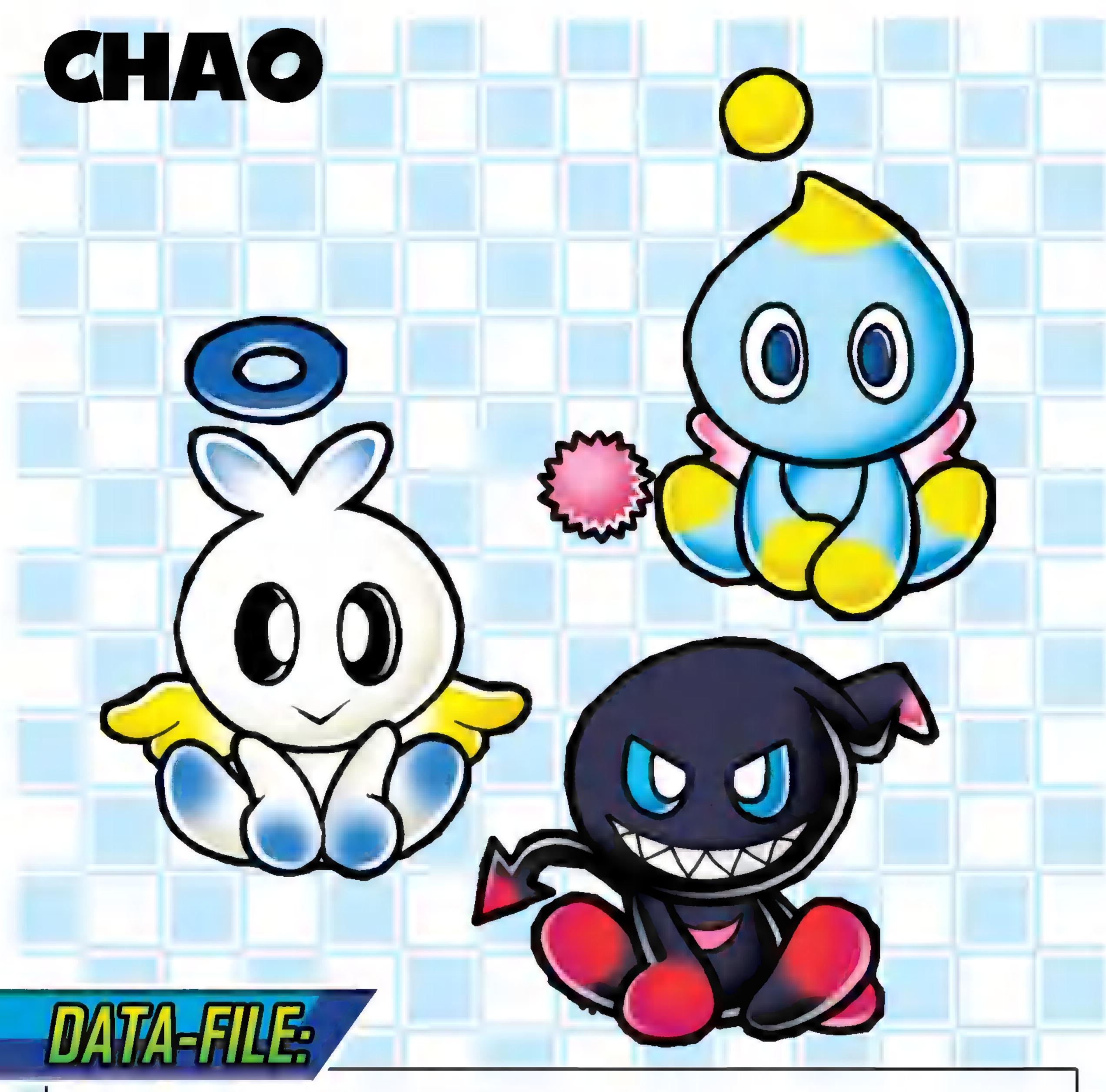
They can also be created by artificial means. The process was first pioneered by an Overlander scientist named Nate Morgan.

His work inspired - and was later carried on by - Sir Charles Hedgehog, the uncle of Sonic the Hedgehog.

The artificial rings are no less powerful than their natural counterparts and seem to interact with the Chaos Emeralds in the same, if mysterious, way.

Finally, there are an elite few on Mobius who can channel the powers of these items to transform into Super-forms; Sonic being chief among them.

With fifty Magic Rings and seven Chaos Emeralds, these few gain powers beyond those of mortal Mobians.



First game appearance: Sonic Adventure ( Sega Dreamcast )
First comic appearance: Sonic the Hedgehog #82

Chao are mysterious but lovable creatures that live almost exclusively in Chao Gardens. Spawned by Chaos, chao hatch from eggs. They go into a cocoon before entering adolescence and then again at the end of adulthood, emerging as an egg once more. In special cases, after a number of "resurrections," a chao may evolve into a form that makes it immortal!

Chao are very special in that they can borrow the traits of animals they come in contact with. Their shape and color changes as they mature into one of five specific types: Running, Flying, Swimming, Power and Normal. However, a well-balanced chao can look like it did on the day it hatched.

Whoever raises the chao also affects its development. If a virtuous person raises a chao, it will probably mature into a kind of Hero Chao. If someone who isn't so virtuous raises the chao, however, it can turn into a kind of Dark Chao. Whether Dark, Hero or normal, all chao are cute and loving!

Finally, while chao cannot talk, they have a very distinct form of communication: their emotion-dot. The emotion-dot, which floats above a chao's head, will change shape depending on what it thinks or feels.

## FLICKY BIRDS



## DATA-FILE

First game appearance: Sonic 3-D Blast ( Sega Genesis, Sega Saturn )

First comic appearance: Sonic Blast #1

Flickies are a kind of colorful bird that live almost exclusively on the atoll called Flicky Island. Peaceful and friendly, Flicky birds feed on the strange bejeweled plants of their home. When they gather into flocks, it is said they can create Warp Rings to other Zones!

Sonic the Hedgehog first encountered the Flicky birds when the original Dr. Robotnik invaded their island. Dr. Robotnik was searching for the island's Chaos Emerald and was roboticizing the defenseless Flickies on his way. Sonic, Tails and Rotor rushed to the rescue, saving the Flickies and closing the gateway to the Flicky Zone.

There have been Flicky sightings in Knothole City recently, however. Have the Flickies returned or is this an entirely new flock? Only time will tell!



HAPPY NEW YEAR! TAKE A LOOK AT WHAT'S COMING UP



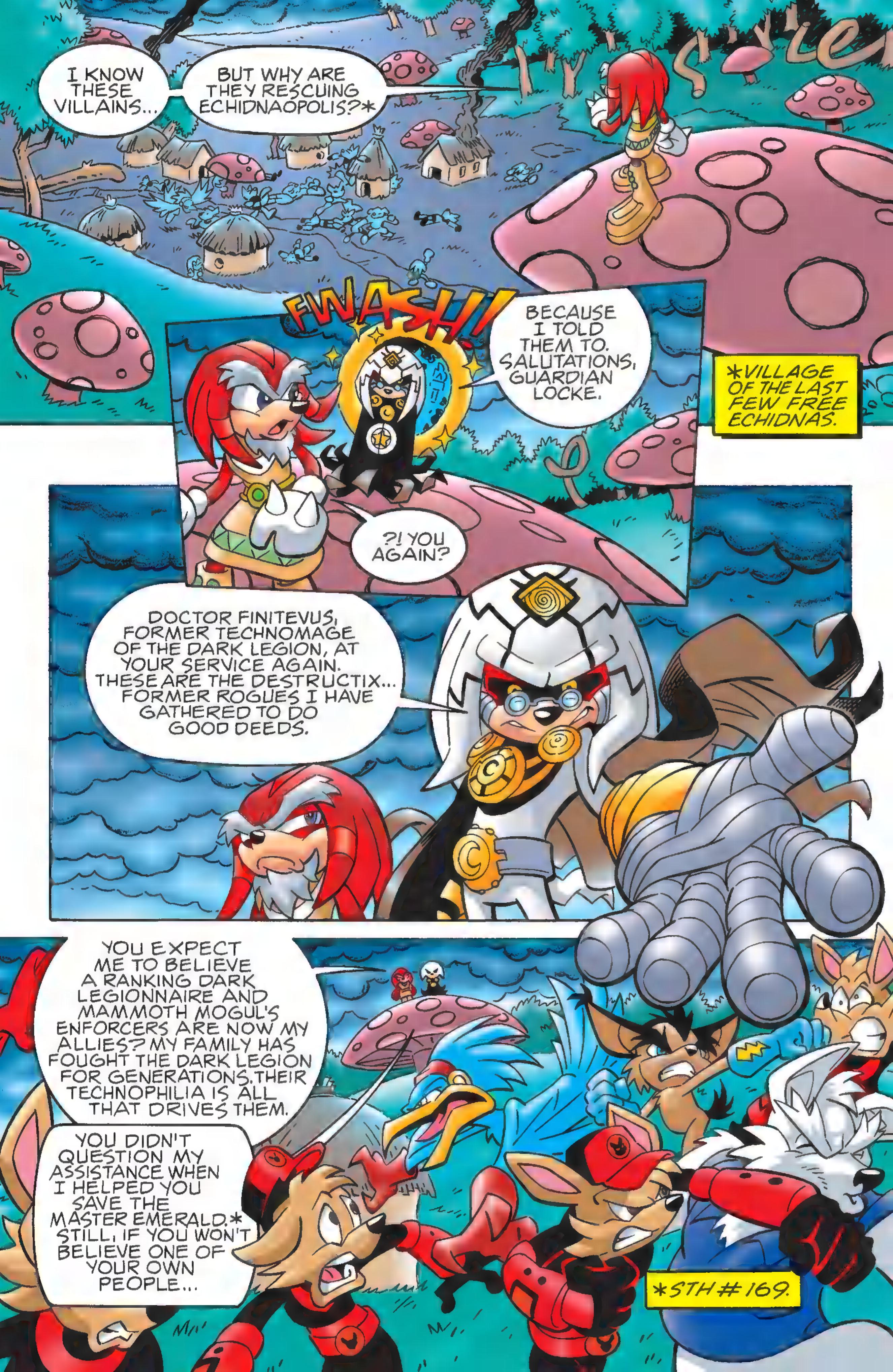
**PLUS:** LOOK FOR THE NEXT VOLUMES OF SONIC THE HEDGEHOG ARCHIVES 3 & 4! (hope you got volumes 1 & 2 already!)

FOR EVEN MORE SONIC ADVENTURE CHECK OUT SONIC X!



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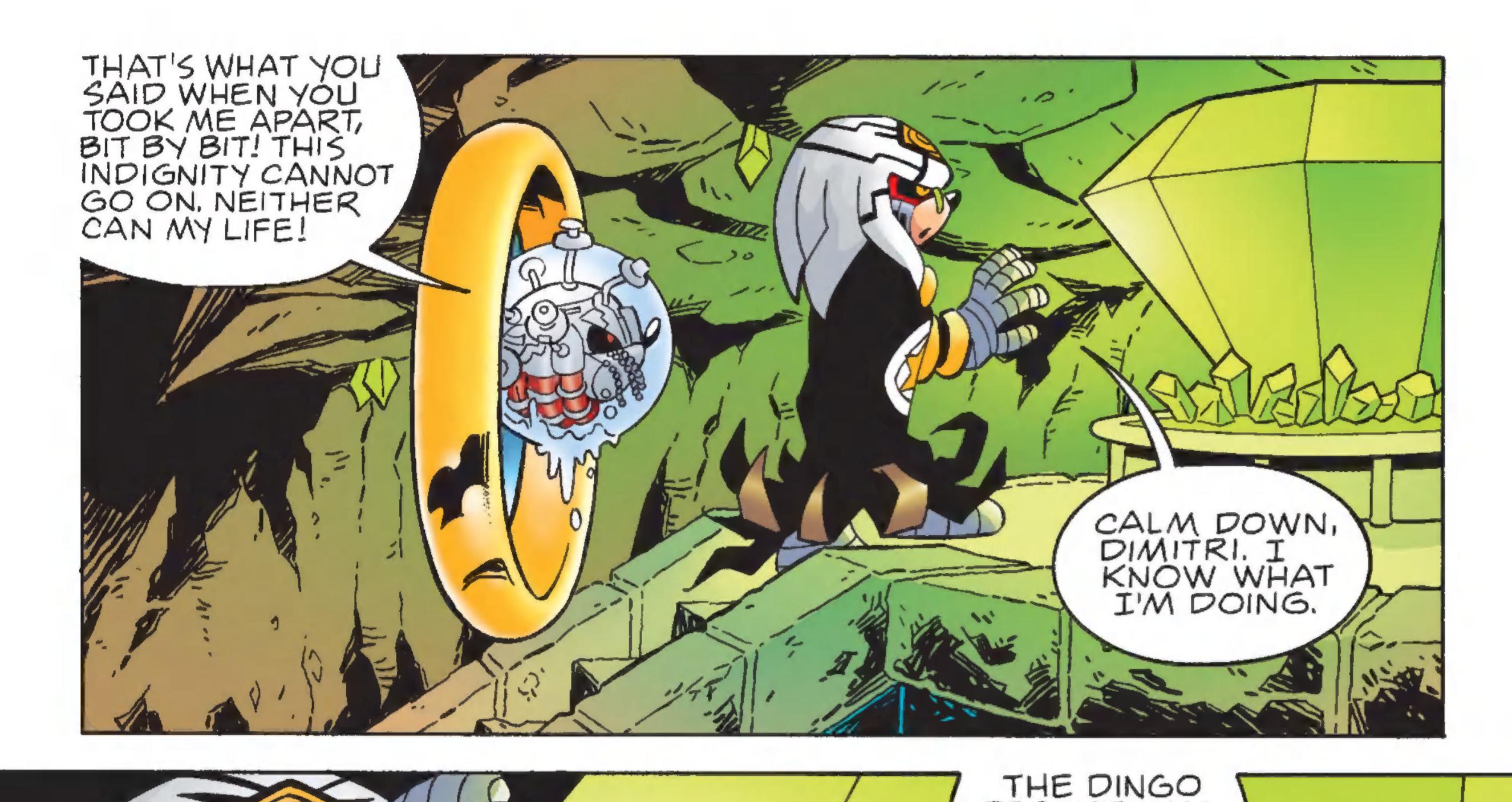




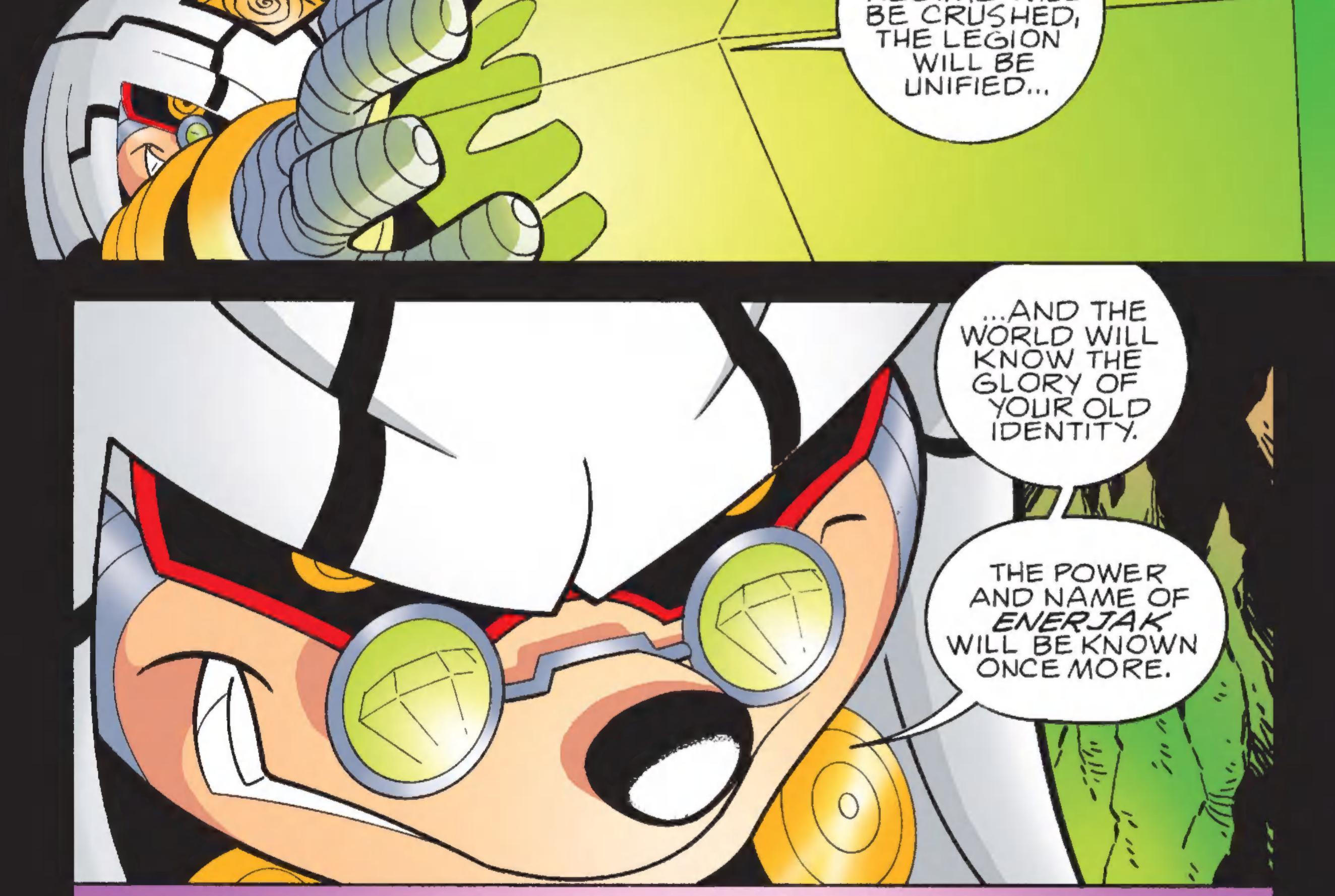








REGIME WILL



DOCTOR FINITEVUS is plotting the return of KNUCKLES' most powerful enemy! How long until the plan comes to Fruition?

Stay tuned!